CAMELTRY ™

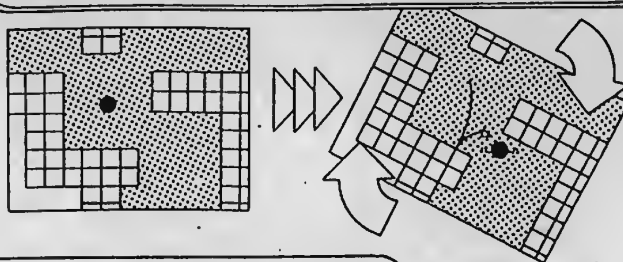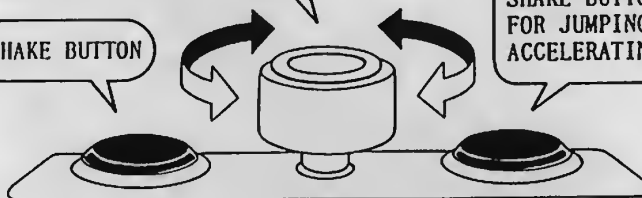## ROLL THE BALL BY TURNING THE MAZE.

PADDLE: FOR TURNING THE MAZE.

SHAKE BUTTON

SHAKE BUTTON: FOR JUMPING & ACCELERATING

= PLAY TECHNIQUE =

- THE BALL JUMPS WHEN THE BUTTON IS PRESSED.

- THE SPEED IS NORMAL WHEN THE BUTTON IS NOT PRESSED.
  AND THE SPEED INCREASES WHEN THE BUTTON IS PRESSED.

- BRICKS CAN BE BROKEN BY ACCELERATING THE BALL!!

- THE GAME ENDS WHEN THE TIMER REACHES "0".
  PAY ATTENTION TO THE TIMER!!
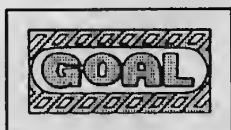
GOAL

A ROUND CAN BE CLEARED BY ROLLING THE BALL TO THE GOAL.
WHEN REACHING THE GOAL. A CERTAIN TIME IS ADDED TO THE REMAINING TIME OF THE TIMER!!
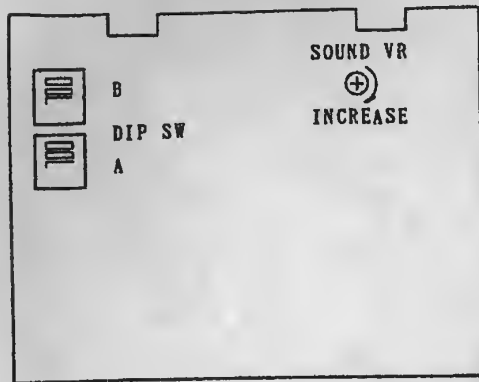
A KEY TO WIN IS TO REACH THE GOAL QUICKLY TO LEAVE THE TIME AS MUCH AS POSSIBLE!

TAITO

TAITO CORPORATION

G35 00414A

ADJUSTMENT ON GAME PC BOARD (CAMELTRY G25 00597A)
CONNECTOR (JAMMA)

SOLDER SIDE			COMPONENTS SIDE
GND	A	1	GND
GND	B	2	GND
+5V	C	3	+5V
+5V	D	4	+5V
-5V	E	5	-5V
+12V	F	6	+12V (+13V)
POST	H	7	POST
COIN COUNTER B	J	8	COIN COUNTER A
COIN LOCKOUT B	K	9	COIN LOCKOUT A
SPEAKER (-)	L	10	SPEAKER (+)
	M	11	
VIDEO G	N	12	VIDEO R
VIDEO SYNC	P	13	VIDEO B
SERVICE SW	R	14	VIDEO GND
TILT SW	S	15	
(COIN B)	T	16	COIN A
2P SELECT	U	17	1P SELECT
	V	18	
	W	19	
2P SENSOR	X	20	1P SENSOR
2P SENSOR	Y	21	1P SENSOR
2P SHAKE BUTTON	Z	22	1P SHAKE BUTTON
	a	23	
	b	24	
	c	25	
	d	26	
GND	e	27	GND
GND	f	28	GND

☆ CONTROL OF THIS GAME USES ONE PADDLE
AND TWO BUTTONS.

NOTE) BEFORE CHANGING THE SETTING OF DIP SWITCH. TURN THE POWER SWITCH OFF.

◇ SETTING OF DIP SWITCH A   (*) : FACTORY SETTING

SETTINGS	POSITIONS	1	2	3	4	5	6	7	8
PLAY STYLE	TABLE	OFF							
	* UPRIGHT	ON							
SCREEN ROTATION	* NORMAL		OFF						
	REVERSE		ON						
TEST MODE	* NORMAL GAME			OFF					
	TEST MODE			ON					
ATTRACT SOUND	* WITH				OFF				
	WITHOUT				ON				
PLAY PRICING COIN A	* 1 COIN 1 PLAY					OFF	OFF		
	2 COINS 1 PLAY					ON	OFF		
	3 COINS 1 PLAY					OFF	ON		
	4 COINS 1 PLAY					ON	ON		
PLAY PRICING COIN B	* 1 COIN 2 PLAYS							OFF	OFF
	1 COIN 3 PLAYS							ON	OFF
	1 COIN 4 PLAYS							OFF	ON
	1 COIN 6 PLAYS							ON	ON

◇ SETTING OF DIP SWITCH B

SETTINGS	POSITIONS	1	2	3	4	5	6	7	8
GAME DIFFICULTY EASY(A) → DIFFICULT(D)	* RANK B	OFF	OFF						
	RANK A	ON	OFF						
	RANK C	OFF	ON						
	RANK D	ON	ON						
PLAY TIME AT THE START	* 50 seconds			OFF	OFF				
	60 ″			ON	OFF				
	40 ″			OFF	ON				
	35 ″			ON	ON				
SERVICE TIME FOR A ※ CONTINUE PLAY	* +30 seconds					OFF	OFF		
	+40 ″					ON	OFF		
	+25 ″					OFF	ON		
	+20 ″					ON	ON		
CONTINUE MODE	* WITH							OFF	
	WITHOUT							ON	
TABLE MODE	* SINGLE CONTROL PANEL								OFF
	PAIR CONTROL PANEL								ON

☆ During playing. if the special course is selected. by positions 1 ~ 4 of the DIP SW-B will
be of no effect. (Play Time: 50 seconds. Game DIfficulty: Rank D)

☆ In case that the position 8 of the DIP SW-B is turned on. the setting of the position 1 of
the DIP SW-A is neglected.

※:Play Time of a Continued Play = Play time at the start+Service Time